ANIMATION LOCOMOTION

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Summary: An animated film essay in storybook clothing about Rudy, Dewberry Railroad's beloved red-nosed "traindeer", and Lee, her little extraordinary engine that could, carrying special carloads of classic animated shorts, episodes and features involving... what else... trains, locomotives and railroads.

Chapters:

1. Oh, Yes You Can (Or You're No Baby Engine Anymore) - Rudy & Lee working alongside other friendly "chuggacritters"/"railimals" and even non-steam "steam nerd" locomotives before climbing up to Mt. ThinkICan and rescuing the once-villainous little engine Honegger (or "Honey Eggy") from the infernal conductor Cosima (aka The Fire Queen); about the use of trains in animated cinema/television on either action sequences, musical numbers and/or dramatic moments

2. The Gagbook Express - Lee's little brothers Samuel and Maximus and their wise-cracking commentaries on hilarious gag-based, old timey industrial and corny educational cartoons at Dewberry Drive-In, a place where the three engines can cool off steam

3. All Aboard The Lesson Train - Rudy delievering a very special birthday train (or "train day special") to Lee's older sister Starlight (who herself is a little engine as well); about sentient train/locomotive characters in animation (various "Little Engine" stories, etc.)

Conclusion: Most animated films/television shows (even ones made for grown-ups like this one) are all about "the little engines that could" (misfits, outcasts and underdogs) seeing the light at the end of the tunnel whether trains are used as props, gags and/or characters... or all aboard to all trains of all sorts at all times.